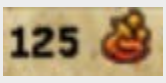
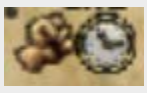
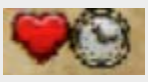
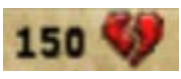
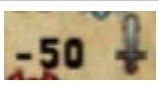
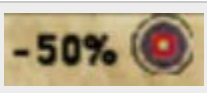
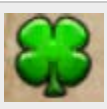
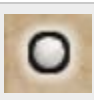
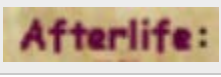
Symbol Example	How to Read	Comments
	125 fire damage	School symbols for damage
	Over 3 rounds	Over time (may be damage or heal) amount per round = total ÷ rounds
	Damage over time	"DoT"
	Heal	
	Heal over time	"HoT"
	Drain	Damage enemy and recover equal health
	Trap	Adds damage by flat amount
	Absorb	Flat amount (no "shields" in Beastmoon)
	Blade (if positive)	Adds damage by flat amount
	Weakness (if negative)	Reduces damage by flat amount
	Protected blade	Brackets mean protected
	Infection	Reduces healing by flat amount
	Stun	
	Stun block	
	Accuracy debuff	Reduces accuracy by %
	Dispel	Universal dispel (all schools)
	Positive ward	An absorb or stun block
	Negative ward	A trap
	Positive charm	A blade
	Negative charm	A weakness, infection, accuracy debuff or dispel
	Pip	
	Double pips	Usually over X rounds
	Caster or ally	Meaning depends on full description
	All allies	
	Enemy	
	All enemies	"AoE" (short for "Area of Effect")
	Minion	
	Clear	Removes if condition present; may have other benefits (e.g., "for", "to add")
	Detonate	Applies remaining DoT or HoT instantly
	Push	Move from caster to enemy
	Steal	Move from enemy to caster
	Swap	Swap between target and caster
	If defeated	Can be applied to ally or enemy